Steven Michael Adler

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SOFTWARE DEVELOPER

Multifaceted software developer experienced in identifying opportunities for efficiencies within software architecture. Adept at applying necessary infrastructure to realize efficiencies. Creative collaborator able to work independently and within teams to deliver project impact and results. Client advocate capable of balancing organizational needs while delivering exceptional customer service.

Core Competencies

- Game Design
- Front-End Development
- Back-End Development
- Graphic Design
- Client Management
- Technical Support
- Object-Oriented Programming
- Cloud Technology

TECHNICAL PROFICIENCIES

Platforms	Windows Operating Systems: 98, 2000, XP, 7, 8.1, 10
Tools	Eclipse, NetBeans, Notepad++, Visual Studio, Photoshop, Office 365, ZBrush, KeyShot
Programming Languages	Java, C, C#, HTML, CSS, MIPS, SQL, Bash, PowerShell, Korn

EXPERIENCE HIGHLIGHTS

Developer, World of Darkness, Independent Developer, Tucson, AZ (5/2020 to Present)

Champion the development and creation of digital character sheet for game, World of Darkness. Leverage front-end best practices in coding of role-playing character while developing back-end infrastructure. Apply various programming techniques for creating effective visual designs.

Office 365 Ambassador, Mural Consulting, Tucson, AZ (9/2018 to 10/2019)

Supported Microsoft Office 365 suite of products by serving as technical support to system administrators. Triaged client reported cases by urgency to support resource management. Delivered solutions to system administrators by troubleshooting, debugging, and crafting effective solutions. Key achievements:

- Achieved monthly quarterly bonuses by diligently resolving up to five customer problems daily in expeditious manner.
- Earned 95-98% customer satisfaction rating by taking ownership of client issues from end-to-end.
- Retained key clients by de-escalating angry customers through white-glove customer service.

Continued…

"Adventure Rooms" Web Game Developer, Independent Project, Tucson, AZ (Summer 2016)

Collaborated with cross-functional teams to ideate overall design of web-based game. Conceptualized and coded front-end components of game using HTML and CSS. Designed artwork for cards and background images by leveraging Photoshop.

Exalted 2nd Edition Character Sheet, Tucson, AZ (Summer 2015)

Spearheaded the character sheet for tabletop Role-Playing Game by developing key components and debugging over 11K lines of code. Applied object-oriented programming for efficient data infrastructure. Leveraged NetBeans and Java with Swing to create GUI and structure back-end.

Additional experience as Sculptor's Assistant for Jason Butler

EDUCATION

Bachelor of Science in Computer Science, December 2017
University of Arizona, Tucson, AZ

Associate of Science with Honors, May 2014
Pima Community College, Tucson, AZ

ACADEMIC PROJECTS

Strategy Base-Building Game – partnered with team member to design and implement Graphical User Interface for Kepler-186f game; leveraged NetBeans, Eclipse IDEs, and SceneBuilder to compile features and components.

Website Designs – designed multiple websites with various themes using Bootstrap, SASS, HTML, and CSS.

Programmed Router – completed router build by programming outstanding methods using C.

micro-C Compiler – developed compiler to convert C commands into assembly code.

Parallel-processing travel agency scheduler – designed and coded graphical user interface to serve travel agent audience.